

ANIMATION ON-OBJECT USER INTERFACE

ABSTRACT

5 A system and method for graphically showing the animation order of
animated elements in a presentation program or other software. More particularly,
the invention consists of a User Interface (UI) widget which shows the order of the
animation in the presentation. This UI employs an animation On Object User
10 Interface (OOUI), or animation tag, that is preferably a rectangular control that
encloses a number, and labels the order in which objects are animated. Each
animation OOUI or animation tag is associated with an object on a display during
creation and editing. The animation OOUI or tag is preferably placed in close
proximity to the object it is associated with, rather than in a separate window or
15 dialog box, and is hence termed 'On Object'. The enclosed number represents the
number in a sequence of mouse clicks or other computer input device selection
actions which causes an animation effect on an associated object or element. The
animation tag makes it much easier for the user to reconcile the order in which
objects are animated. The animation tag is active and responds to computer input
20 device selection actions. Each animation OOUI is typically associated with an
animation list, although it does not have to be.